

portable storage device having a memory for storing video game instructions including instructions for causing said game program executing processing system to display a player-controlled object and for causing said player controlled object to move at various different speeds, a player controller comprising:

a joystick control member;

detecting circuitry for generating joystick data indicative of the amount of joystick angular inclination and inclined direction;

processing circuitry for responding to a command from said game program executing processing system to transmit said joystick data to said game program executing processing system, whereby said game program executing processing system is operable to determine the direction and speed for said player controlled object.--

--12. A player controller in accordance with claim 11, wherein said video game program executing processing system is operable to display a plurality of player controlled objects and is operable to respond to said angular inclination data to select one of said player controlled objects for game play.--

--13. A player controller in accordance with claim 11, further including a removable expansion device having a data bus coupled thereto, said data bus being operable to transmit data to said expansion device received from said game program executing processing system.--

--14. A player controller in accordance with claim 13, wherein said expansion device includes a memory.--

C' --15. A player controller in accordance with claim 11, further including reset circuitry for resetting the data indicative of the amount of joystick angular rotation.--

--16. A player controller in accordance with claim 15, wherein said player controller includes a plurality of control keys and wherein said reset circuitry is operable to initiate a reset operation in response to actuation of at least one of said plurality of control keys.--

--17. A player controller in accordance with claim 11, wherein said detecting circuitry includes a first counter indicative of joystick inclination with respect to a first axis and a second counter indicative of joystick inclination with respect to a second axis.--

--18. A player controller in accordance with claim 11, wherein instructions in said portable storage device memory control said game program executing processing system to display the object in one of an acceleration mode and a deceleration mode.--

c' --19. For use with a video game system having a game program executing processing system for executing said video game program to create a display simulating a three-dimensional world, and at least one player controller having a joystick control member , detecting circuitry for generating joystick data indicative of the amount of joystick angular inclination and inclined direction and processing circuitry for processing commands from said video game executing processing system , said video game executing processing system responding to data generated by said

player controller to modify said display, a portable storage device for controlling the operation of said video game system console comprising:

a memory media for storing video game instructions and graphics data;

a connector for coupling said video game instructions and said graphics data from said memory media to said video game system console;

C' said video game instructions including instructions for causing said game program executing processing system to send a command to said player controller to transmit said joystick data indicative of the amount of joystick angular inclination and inclined direction to said game program executing processing system and to cause said game program executing processing system to control the direction and speed of said player controlled object based upon the angular inclination and inclined direction of said joystick control member.--

--20. A portable storage device in accordance with claim 19, wherein said player controller includes a removable expansion device having a data bus coupled thereto, said data bus being operable to transmit data to said expansion device received from said game program executing processing

system, and wherein said instructions in said memory media include instructions for causing said game program executing processing system to send a command to said player controller to send data to said expansion device.--

--21. A player controller in accordance with claim 20, wherein said instructions in said memory media include instructions for causing said game program executing processing system to send a command to said player controller to retrieve data from said expansion device.--

--22. A portable storage device in accordance with claim 20, wherein said expansion device includes a memory.--

C'
~~--23. A portable storage device in accordance with claim 19, wherein said controller including reset circuitry for resetting the data indicative of the amount of joystick angular rotation.--~~

~~--24. A portable storage device in accordance with claim 23, wherein said player controller includes a plurality of control keys and~~

~~wherein~~ said reset circuitry is operable to initiate a reset operation in response to actuation of at least one of said plurality of control keys.--

--25. A portable storage device in accordance with claim 19, wherein said detecting circuitry includes a first counter indicative of joystick inclination with respect to a first axis and a second counter indicative of joystick inclination with respect to a second axis and where said joystick data transmitted to said game program executing processing system is obtained from said first counter and said second counter.--

C' --26. A portable storage device in accordance with claim 19, wherein instructions in said portable storage device memory control said game program executing processing system to display the object in one of an acceleration mode and a deceleration mode.--

--27. For use with a video game system console having a game program executing processing system for executing said video game program to create a display simulating a three-dimensional world, and at least one player controller having a joystick control member, said video

game executing processing system responding to data generated by said player controller to modify said display, a portable storage device for controlling the operation of said video game system console comprising:

a memory media for storing video game instructions and graphics data;

a connector for coupling said video game instructions and said graphics data from said memory media to said video game system console;

said video game instructions including instructions for causing said game program executing processing system to display a plurality of player-controlled objects each having a distinctive associated motion characteristic and instructions to respond to changes in the joystick position to control the selection of one of said plurality of player-controlled objects having a distinctive motion characteristic.--

--28. A portable storage device according to claim 27, wherein instructions in said memory media control said game program executing processing system to select one of said plurality of player-controlled objects in response to detecting the angle of inclination of said joystick.--

--29. A portable storage device according to claim 27, wherein said distinctive motion characteristic is the maximum speed at which the player-controlled object is able to appear to move.--

--30. A portable storage device according to claim 27, wherein instructions in said memory media control said game program executing processing system to output a command to the controller requesting operating state data.--

c' --31. A portable storage device according to claim 30, wherein instructions in said memory media control said game program executing processing system to respond to said operating state data received from said player controller to determine the amount of inclination of the joystick.--

--32. A portable storage device according to claim 27, wherein instructions in said memory media control said game program executing processing system to calculate the moving speed of a displayed object for a current display frame in response to joystick amount of inclination data and to store said moving speed.--